

## CLAIMS

What is claimed is:

1           1.       A method for interfacing with a plurality of wizards in a computer system,  
2       comprising the steps of:

3           (a)     providing a link on a launch pad, wherein the link is associated with a wizard,  
4       wherein the launch pad comprises a first visual object, wherein the first visual object  
5       provides information pertaining to a task performed by the wizard; and

6           (b)     providing the wizard when the link is selected, wherein the wizard comprises  
7       a second visual object, wherein the second visual object is associated with the first visual  
8       object.

1           2.       The method of claim 1, wherein the second visual object provides more  
2       information pertaining to a task performed by the wizard than the first visual object.

1           3.       The method of claim 1, wherein the first or the second visual object is a  
2       graphical element which represents hardware and/or software elements of an application  
3       affected by the execution of the wizard.

1           4.       A method for interfacing with a plurality of wizards in a computer system,  
2       comprising the steps of:

3           (a)     providing a plurality of launch pads on a display of the computer system;

4 (b) receiving a selection of one of the plurality of launch pads, wherein the  
5 selected launch pad is associated with one or more wizards;  
6 (c) providing a link on the selected launch pad, wherein the link is associated  
7 with a wizard, wherein the selected launch pad comprises a first visual object, wherein the  
8 first visual object provides information pertaining to a task performed by the wizard; and  
9 (d) providing the wizard when the link is selected, wherein the wizard comprises  
10 a second visual object, wherein the second visual object is associated with the first visual  
11 object.

1 5. The method of claim 4, wherein the second visual object provides more  
2 information pertaining to a task performed by the wizard than the first visual object.

1 6. The method of claim 4, wherein the first or the second visual object is a  
2 graphical element which represents hardware and/or software elements of an application  
3 affected by the execution of the wizard.

1 7. A method for interfacing with a plurality of wizards in a computer system,  
2 comprising the steps of:

3 (a) providing a plurality of launch pads on a display of the computer system;  
4 (b) providing a menu of the plurality of launch pads on the display;  
5 (c) receiving a selection of one of the plurality of launch pads from the menu,  
6 wherein the selected launch pad is associated with one or more wizards;

7 (d) providing a link on the selected launch pad, wherein the link is associated  
8 with a wizard, wherein the selected launch pad comprises a first visual object, wherein the  
9 first visual object provides information pertaining to a task performed by the wizard; and

10 (e) providing the wizard when the link is selected, wherein the wizard comprises  
11 a second visual object, wherein the second visual object is associated with the first visual  
12 object.

1 8. The method of claim 7, wherein the second visual object provides more  
2 information pertaining to a task performed by the wizard than the first visual object.

1 9. The method of claim 7, wherein the first or the second visual object is a  
2 graphical element which represents hardware and/or software elements of an application  
3 affected by the execution of the wizard.

1 10. A computer readable medium with program instructions for interfacing with a  
2 plurality of wizards, comprising the instructions for:

3 (a) providing a link on a launch pad, wherein the link is associated with a wizard,  
4 wherein the launch pad comprises a first visual object, wherein the first visual object  
5 provides information pertaining to a task performed by the wizard; and

6 (b) providing the wizard when the link is selected, wherein the wizard comprises  
7 a second visual object, wherein the second visual object is associated with the first visual  
8 object.

1           11.     The medium of claim 10, wherein the second visual object provides more  
2 information pertaining to a task performed by the wizard than the first visual object.

1           12.     The medium of claim 10, wherein the first or the second visual object is a  
2 graphical element which represents hardware and/or software elements of an application  
3 affected by the execution of the wizard.

1           13.     A computer readable medium with program instructions for interfacing with a  
2 plurality of wizards, comprising the instructions for:

3           (a)     providing a plurality of launch pads on a display of the computer system;

4           (b)     receiving a selection of one of the plurality of launch pads, wherein the  
5 selected launch pad is associated with one or more wizards;

6           (c)     providing a link on the selected launch pad, wherein the link is associated  
7 with a wizard, wherein the selected launch pad comprises a first visual object, wherein the  
8 first visual object provides information pertaining to a task performed by the wizard; and

9           (d)     providing the wizard when the link is selected, wherein the wizard comprises  
10 a second visual object, wherein the second visual object is associated with the first visual  
11 object.

1           14.     The medium of claim 13, wherein the second visual object provides more  
2 information pertaining to a task performed by the wizard than the first visual object.

1           15.     The medium of claim 13, wherein the first or the second visual object is a  
2 graphical element which represents hardware and/or software elements of an application  
3 affected by the execution of the wizard.

1           16.     A computer readable medium with program instructions for interfacing with a  
2 plurality of wizards in a computer system, comprising the instructions for:

- 3           (a)     providing a plurality of launch pads on a display of the computer system;  
4           (b)     providing a menu of the plurality of launch pads on the display;  
5           (c)     receiving a selection of one of the plurality of launch pads from the menu,  
6 wherein the selected launch pad is associated with one or more wizards;  
7           (d)     providing a link on the selected launch pad, wherein the link is associated  
8 with a wizard, wherein the selected launch pad comprises a first visual object, wherein the  
9 first visual object provides information pertaining to a task performed by the wizard; and  
10          (e)     providing the wizard when the link is selected, wherein the wizard comprises  
11 a second visual object, wherein the second visual object is associated with the first visual  
12 object.

1           17.     The medium of claim 16, wherein the second visual object provides more  
2 information pertaining to a task performed by the wizard than the first visual object.

1           18.     The medium of claim 16, wherein the first or the second visual object is a  
2 graphical element which represents hardware and/or software elements of an application

3 affected by the execution of the wizard.

2020-03-04 09:43:00